DECISION UNDER DELEGATED AUTHORITY ON AN APPLICATION BY SKYCITY AUCKLAND LIMITED FOR APPROVAL OF NEW SIGNAGE AT THE AUCKLAND CASINO

Date of Decision: 17 **December 2015**

1. On 18 December 2015, SKYCITY Auckland Limited ("**SCAL**") applied, pursuant to condition 6 of its venue licence, for approval to have an LED display at the top of Sky Tower at the Auckland casino on New Year's Eve.

2. Condition 6 provides as follows:

> 6. The Licence Holder must obtain the approval of the Commission prior to:
>
> (a) ...
>
> (b) ...
>
> (c) the addition or alteration of signage relating to the casino business on any building, road or structure within the block of land bounded by Hobson Street, Wellesley Street West, Federal Street and Victoria Street West, including the Casino Venue, Sky Tower, car park, bus terminal and walkways between the casino and the Sky Tower and the convention centre.
>
> The process by which the Licence Holder may obtain approval for construction or design changes to Levels 2, 3, 5 and 6 of the casino venue, including the Gambling Area (paragraph (a) above) is set out in condition 7. The Commission will determine any application for approval under 6(b). The Executive Director may approve the addition or alteration of signage relating to the casino business on any building, road or structure within the casino block (paragraph (c) above) if he/she is satisfied the proposed changes will have no potentially adverse effects. If he/she is not so satisfied, the proposed changes must be referred to the Commission for a decision on approval.

3. The proposed signage will have no potentially adverse effects and is approved by the Executive Director under delegated authority pursuant to condition 6 SCAL's venue licence. A copy of the signage is **attached**.

Blair Cairncross
Executive Director
Gambling Commission

17 December 2015

GAMBLING COMMISSION

SOULSTORM LASERS – SKY TOWER LASER SHOW APPROVAL

NEW YEARS EVE 2015/2016

Revision 2 – 16 December 2015 - Final



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1.0 PROJECTION POINT LOCATIONS

1.1 EAST POSITION (Roof of the President Hotel)



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1.2 NORTH-WEST POSITION (Roof of the Empire Hotel)



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2.0 NYE CONTENT TIMELINE

Part 1 8 pm to 9 pm

Time	Content
8:00:00	SKYCITY Logo
8:30:00	**Text: 'Welcome to New Year's Eve SKYCITY - IT ALL STARTS HERE'**
8:30:20	SKYCITY Logo
8:55:00	Abstract Sequence A

Part 2 9 pm to 10 pm

Time	Content
9:00:00	**Text: '3 HOURS TO GO!'**
9:00:10	**Countdown appears (2:59:50, 2:59:49...)**
9:00:20	**Text: 'Welcome to New Year's Eve SKYCITY - IT ALL STARTS HERE'**
9:00:30	SKYCITY Logo
9:00:40	Abstract Sequence B
9:15:00	**Animation: Fern**
9:15:30	Abstract Sequence C
9:30:00	**Countdown appears (2:30:00, 2:29:59...)**
9:30:10	**Animation: Tui**
9:30:40	SKYCITY Logo
9:30:50	Abstract Sequence D
9:45:00	**Animation: Kiwi**
9:45:40	Abstract Sequence E
9:57:15	**Animation: Ladder Climb (2:30) to Level Pull (0:15)**

Part 3 10 pm to 11 pm

Time	Content
10:00:00	**Text: '2 HOURS TO GO!'**
10:00:10	**Countdown appears (1:59:50, 1:59:49...)**
10:00:20	**Text: 'Welcome to New Year's Eve SKYCITY - IT ALL STARTS HERE'**
10:00:30	SKYCITY Logo
10:00:40	Abstract Sequence F
10:15:00	**Animation: Gecko**
10:16:00	Abstract Sequence G
10:30:00	**Countdown appears (1:30:00, 1:29:59...)**
10:30:10	**Animation: Kiwi**
10:30:50	SKYCITY Logo
10:31:00	Abstract Sequence H
10:45:00	**Animation: Tui**
10:45:30	Abstract Sequence I
10:57:15	**Animation: Mountain Climb (2:30) to Level Pull (0:15)**

Part 4 11 pm to 11:50 pm

Time	Content
11:00:00	**Text: '1 HOUR TO GO!'**
11:00:10	**Countdown appears (59:50, 59:49...)**
11:00:20	**Text: 'Welcome to New Year's Eve SKYCITY - IT ALL STARTS HERE'**
11:00:30	SKYCITY Logo
11:00:40	**Animation: Kiwi**
11:01:20	Abstract Sequence J
11:10:00	**Text: 'FAREWELL 2015'**
11:10:10	**Countdown appears (49:50, 49:49...)**
11:10:20	SKYCITY Logo
11:10:30	**Animation: Fern**
11:11:00	Abstract Sequence K
11:20:00	**Text: 'FAREWELL 2015'**
11:20:10	**Countdown appears (39:50, 39:49...)**
11:20:20	SKYCITY Logo
11:20:30	**Animation: Tui**
11:21:00	Abstract Sequence L
11:30:00	**Text: '30 MINUTES TO GO!'**
11:30:10	**Countdown appears (29:50, 29:49...)**
11:30:20	SKYCITY Logo
11:30:30	**Animation: Gecko**
11:31:30	Abstract Sequence M
11:40:00	**Text: 'FAREWELL 2015'**
11:40:10	**Countdown appears (19:50, 19:49...)**
11:40:20	SKYCITY Logo
11:40:30	**Animation: Kiwi**
11:41:10	Abstract Sequence N

Part 5 11:50 pm to 12:30 am

Time	Content
11:50:00	**Text: '10 MINUTES TO GO!'**
11:50:10	**Large Countdown (9:50, 9:49...)**
11:50:20	**Text: 'Welcome to New Year's Eve SKYCITY - IT ALL STARTS HERE'**
11:50:30	SKYCITY Logo
11:50:40	Abstract Sequence N
11:55:00	**Text: '5 MINUTES TO GO!'**
11:55:10	**Larger Countdown (4:50, 4:49...)**
11:55:20	**Animation: Platform Jump Part 1**
11:56:00	**Text: '4 MINUTES TO GO!'**
11:56:10	**Larger Countdown (3:50, 3:49...)**
11:56:20	**Animation: Platform Jump Part 2**
11:57:00	**Text: '3 MINUTES TO GO!'**
11:57:10	**Larger Countdown (2:50, 2:49...)**
11:57:20	**Animation: Platform Jump Part 3**
11:58:00	**Text: '2 MINUTES TO GO!'**
11:58:10	**Larger Countdown (1:50, 1:49...)**
11:58:20	**Animation: Platform Jump Part 4 to slow Lever Pull**
11:59:00	**Extra Large Countdown (59, 58...)**
12:00:00	**Text: 'HAPPY NEW YEAR FROM SKYCITY – IT ALL STARTS HERE!' (scrolls twice)**
12:00:20	**Animation: Fireworks**
12:06:15	**Text: 'HAPPY NEW YEAR FROM SKYCITY – IT ALL STARTS HERE!' (scrolls twice)**
12:06:30	SKYCITY Logo (until 12:30 am)

Key	
	Text Message
	Abstract
	Logo
	Secondary Animation
	Main Animation

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3.0 TEXT CONTENT

3.1 MESSAGE 1: "Welcome to New Year's Eve SKYCITY – IT ALL STARTS HERE"

Duration: 10 seconds

Scrolling: left to right

Times:

- 8:30:00 pm
- 9:00:20 pm
- 10:00:20 pm
- 11:00:20 pm
- 11:50:20 pm



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3.2 MESSAGE 2: "[#][HOURS/MINUTES] TO GO!"

Duration: 10 seconds

Scrolling: left to right

Times:

- 9:00:00 pm ("3 HOURS TO GO!")
- 10:00:00 pm ("2 HOURS TO GO!")
- 11:00:00 pm ("1 HOUR TO GO!")
- 11:30:00 pm ("30 MINUTES TO GO!")
- 11:40:00 pm ("20 MINUTES TO GO!")
- 11:50:00 pm ("10 MINUTES TO GO!")
- 11:55:00 pm ("5 MINUTES TO GO!")
- 11:56:00 pm ("4 MINUTES TO GO!")
- 11:57:00 pm ("3 MINUTES TO GO!")
- 11:58:00 PM ("2 MINUTES TO GO!")









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3.3 MESSAGE 3: "FAREWELL 2015"

Duration: 10 seconds

Scrolling: left to right

Times:

- 11:10:00 pm
- 11:20:00 pm
- 11:40:00 pm





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3.4 MESSAGE 4:"Happy New Year from SKYCITY – IT ALL STARTS HERE"

Duration: 10 seconds

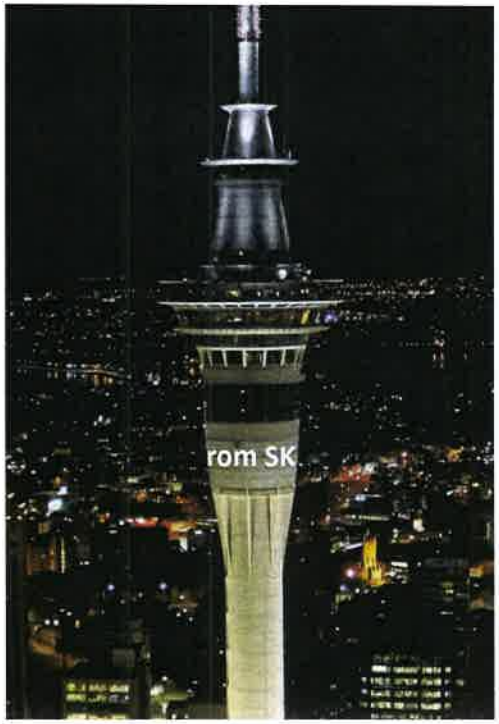
Scrolling: left to right

Times:

- 12:00:00 am
- 12:06:15 am









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3.5 COUNTDOWNS

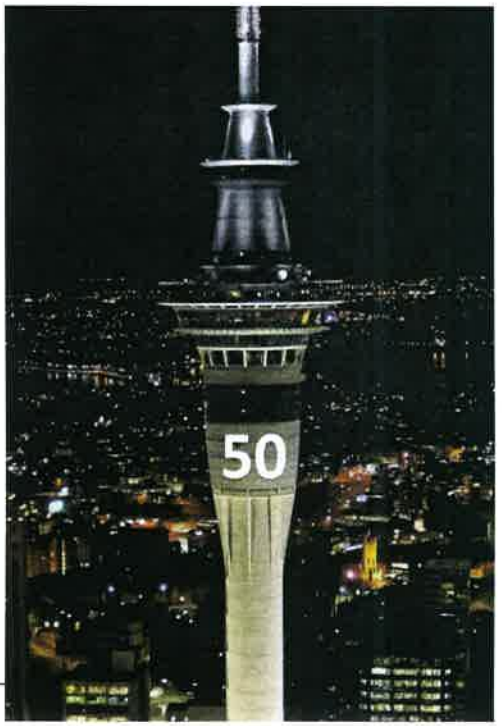
Times:

- 9:00:10 (2:59:50 to 2:59:40) – 10 seconds duration [SMALL]
- 9:30:00 (2:30:00 to 2:29:50) – 10 seconds duration [SMALL]
- 10:00:10 (1:59:50 to 1:59:40) – 10 seconds duration [SMALL]
- 10:30:00 (1:30:00 to 1:29:50) – 10 seconds duration [SMALL]
- 11:00:10 (59:50 to 59:40) – 10 seconds duration [MEDIUM]
- 11:10:10 (49:50 to 49:40) – 10 seconds duration [MEDIUM]
- 11:20:10 (39:50 to 39:40) – 10 seconds duration [MEDIUM]
- 11:30:10 (29:50 to 29:40) – 10 seconds duration [MEDIUM]
- 11:40:10 (19:50 to 19:40) – 10 seconds duration [MEDIUM]
- 11:50:10 (9:50 to 9:40) – 10 seconds duration [LARGE]
- 11:55:10 (4:50 to 4:40) – 10 seconds duration [LARGE]
- 11:56:10 (3:50 to 3:40) – 10 seconds duration [LARGE]
- 11:57:10 (2:50 to 2:40) – 10 seconds duration [LARGE]
- 11:58:10 (1:50 to 1:40) – 10 seconds duration [LARGE]
- 11:59:00 (59 to 0) – 59 seconds duration [EXTRA LARGE]









4.0 ANIMATION CONTENT

4.1 MAIN CHARACTER

This character will be climbing the tower to initiate the main messages each hour.



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4.2 LADDER CLIMB









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4.3 LEVER PULL









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4.4 MOUNTAIN CLIMB





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4.5 PLATFORM JUMP









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4.6 TUI

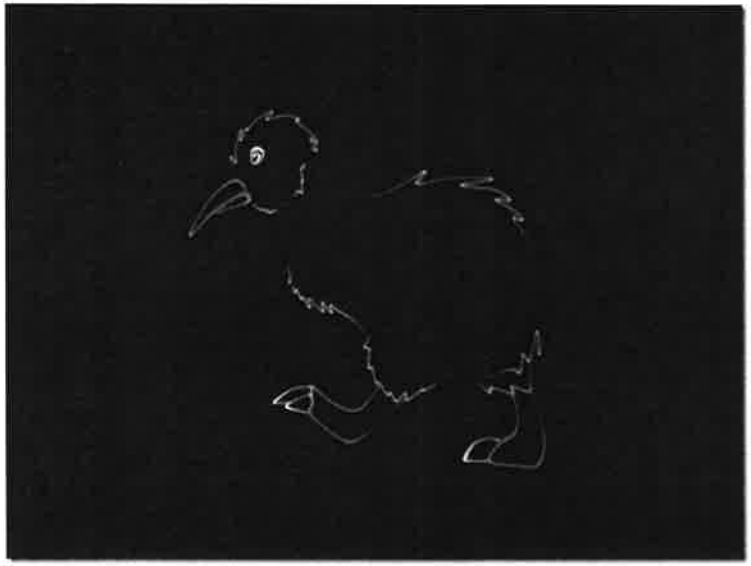






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KIWI

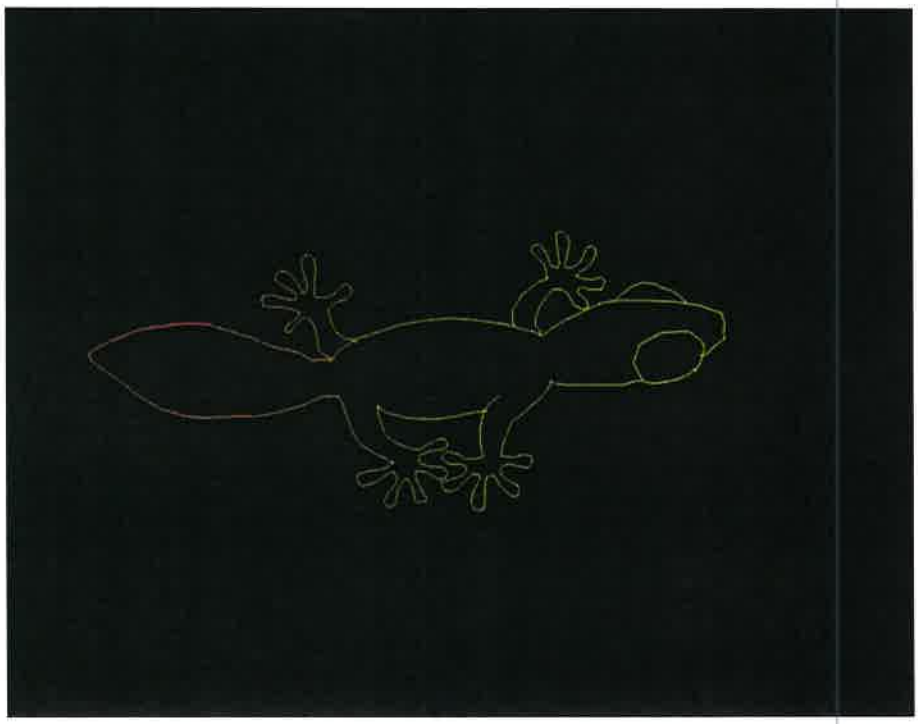






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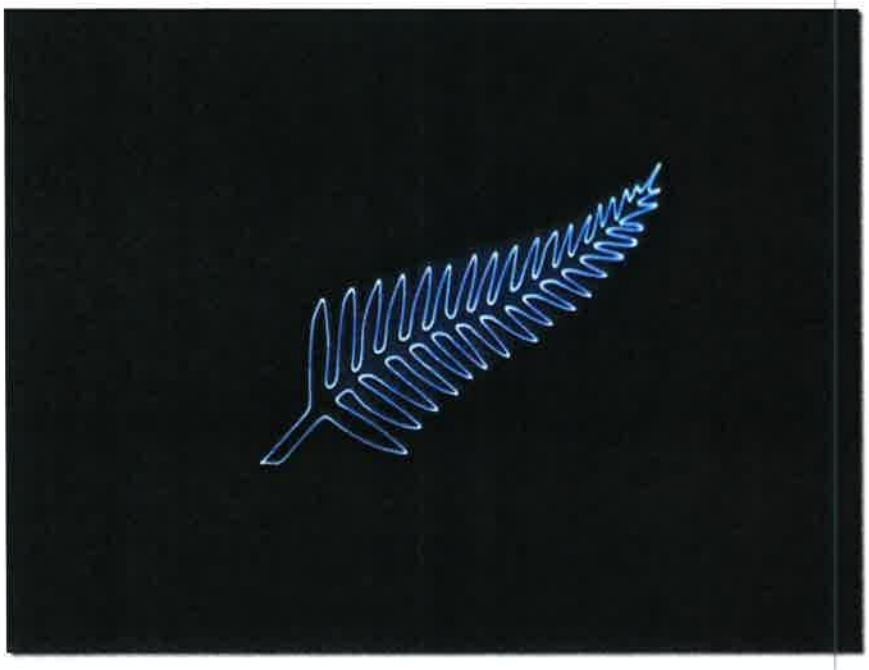
4.7 GECKO

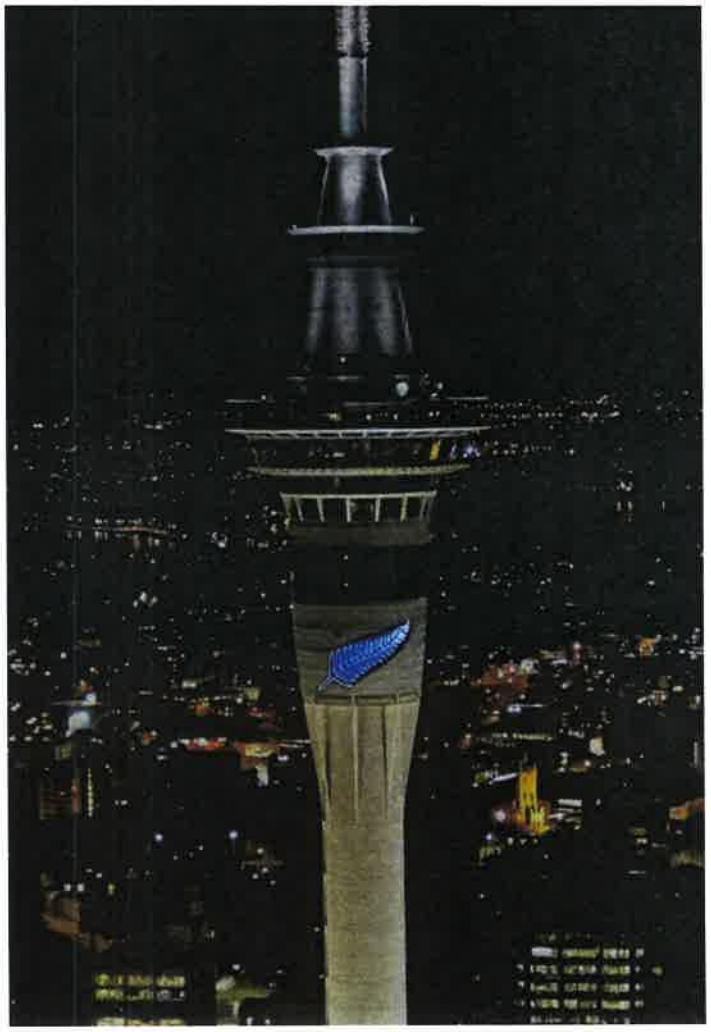




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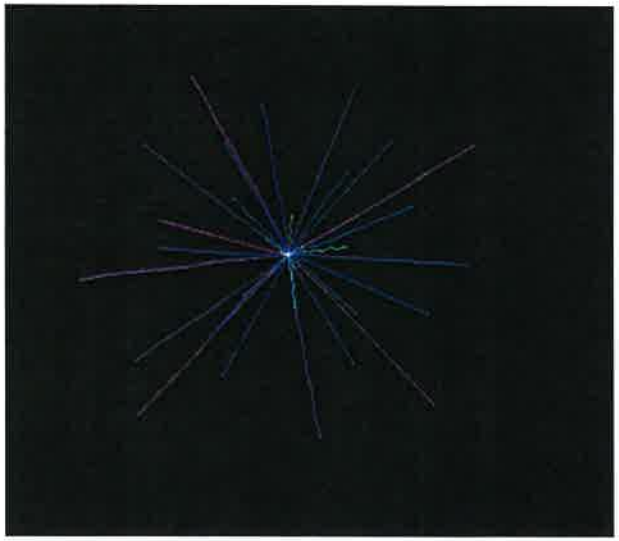
4.8 FERN

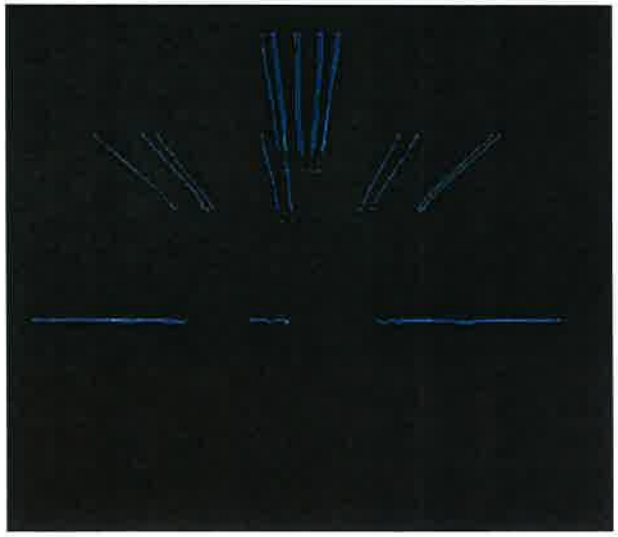




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4.9 FIREWORKS



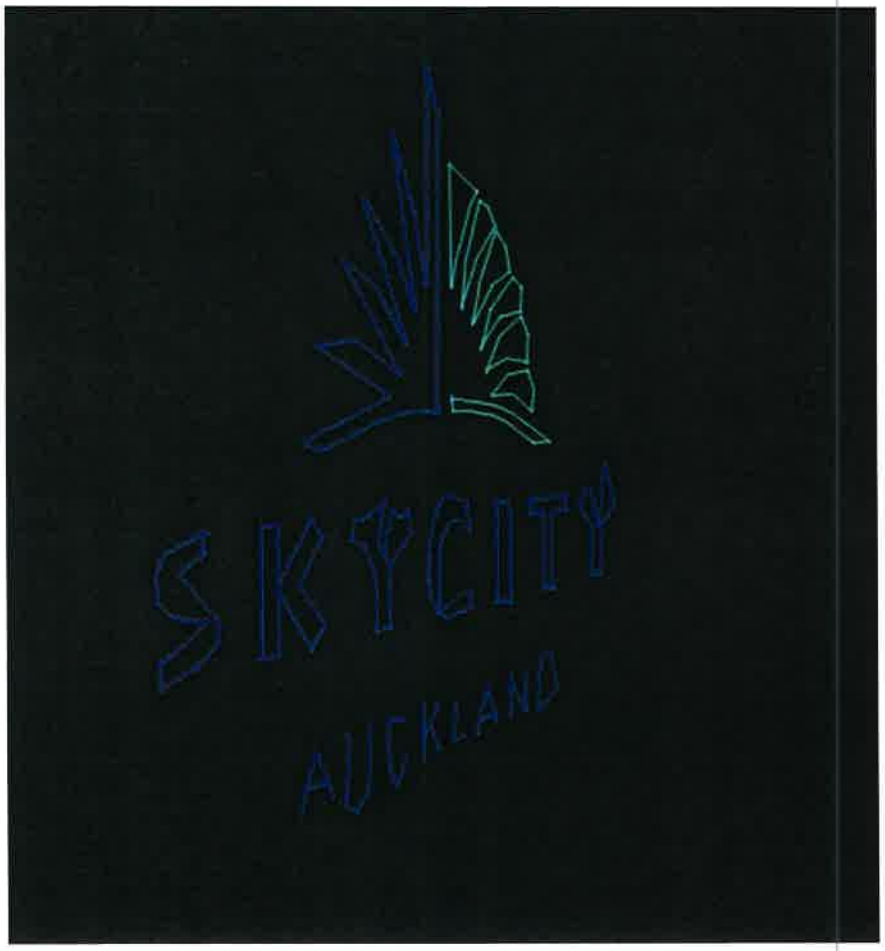


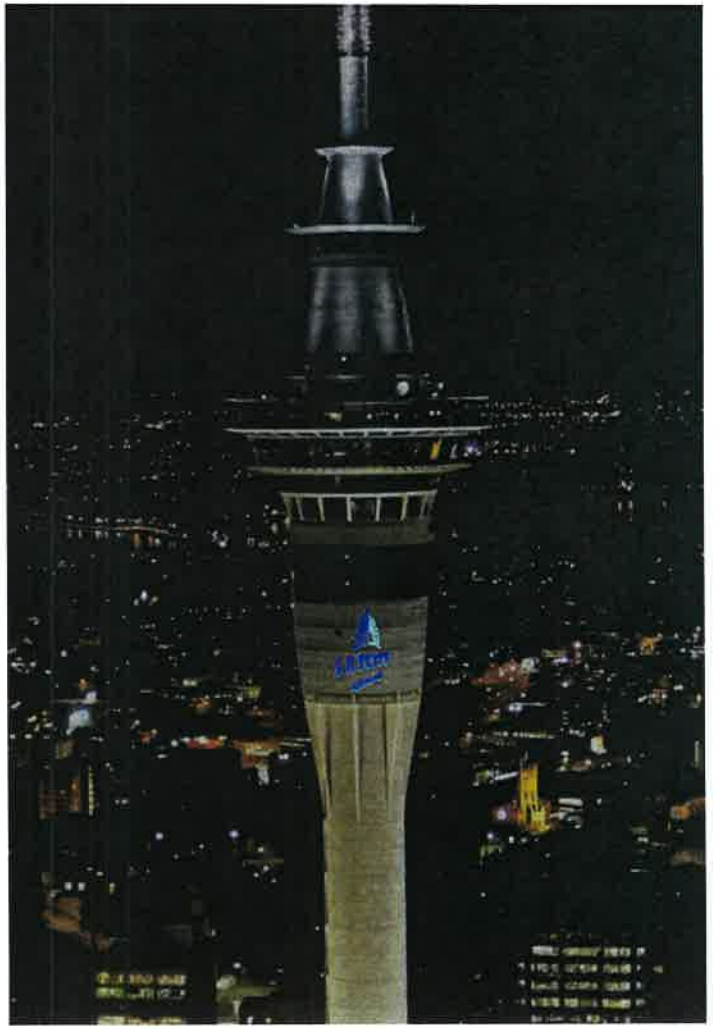




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4.10 LOGO





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5.0 ABSTRACT EXAMPLES



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